

STATE MACHINE FOR USE IN CALL PROCESSING
SYSTEM AND METHOD OF OPERATION

ABSTRACT OF THE DISCLOSURE

There is disclosed, for use in a wireless network, a call
5 control processor containing finite state machines that are
capable of communicating with one another and exchanging events,
without requiring intervention by the operating system. The
call control processor comprises a first state machine capable
of performing a call processing task. The first state machine
10 has an internal queue capable of storing events associated with
the call processing task, where each event causes the first
state machine to perform a selected action. The first state
machine is capable of communicating with a second state machine
of the call control processor by storing events directly into
15 the internal queue associated with the second state machine.
The second state machine subsequently executes the events stored
in its internal queue.